CPSC 304 Project Cover Page

Milestone #: 4

Date: August 5, 2024

Group Number: 5

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By typing our names and student numbers in the above table, we certify that the work in the attached assignment was performed solely by those whose names and student IDs are included above. (In the case of Project Milestone 0, the main purpose of this page is for you to let us know your e-mail address, and then let us assign you to a TA for your project supervisor.)

In addition, we indicate that we are fully aware of the rules and consequences of plagiarism, as set forth by the Department of Computer Science and the University of British Columbia

Project Description and Achievements

This project was pitched as a type of video game asset management system with the goal of using a relational database to model several aspects of the Pokémon franchise (with slight variations to better suit CPSC 304 project requirements). Our goal as a development team was to integrate a clean and simple UI with some simple "game-like" mechanics to help us learn about full stack development and how backends interact with frontends throughout the development process.

Over the course of this project, we believe that we were successful in achieving such an application. We were able to complete a simple UI design that allows users to navigate through several web pages easily and even integrate a functional (however, not fully secure) login system to model what the app experience would be like for a 'real' user.

Throughout the different pages in our application we were able to fulfill the project requirements on the database side while also providing some limited game functionality. Users are able to create/login into accounts, collect 'random' pokemon, challenge gyms with the possibility of winning or losing, train pokemon to level up, buy items in the shop, and see leaderboards throughout the site. Users can also use the pokedex page to filter and browse the compendium of pokemon available in our application. The gameplay mechanics are simple, but they provide important context for the database and create an entertaining environment for the user to interact with our database.

Final Schema and Database Initialization

The final schema for our project is largely the same as the schema turned in for Milestone 2. No additional changes were needed (note that there was a slight modification to the DDL for the Move table as per required from TA feedback in Milestone 2, although this is not visible in the schema; ON CASCADE DELETE was added to the foreign relationship to Type). Please see appendix A for the data present in our database after running Pokemon.sql.

Move (<u>name:</u> varchar(50), pp: int, effect: varchar(160), damage: int, accuracy: int, **type**: varchar(20)) (effect - UNIQUE, CK; type - NOT NULL; accuracy - NOT NULL)

NAME	PP EFFECT	DAMAGE	ACCURACY TYPE
bsorb	25 A nutrient-draining attack. The user's HP is restored by half the damage taken by the target.	20	
celerock	20 The user smashes into the target at high speed. This move always goes first.	40	
id	30 The foe is sprayed with a harsh, hide-melting acid that may lower DEFENSE.	40	
obatics	15 The user nimbly strikes the target. If the user is not holding an item, this attack inflicts massive damage.	55	
oblast	5 A vortex of air is shot at the target to inflict damage. Critical hits land more easily.	100	
slash	15 The user attacks with a blade of air that slices even the sky. It may also make the target flinch.	75	
uring voice	10 The user attacks the target using its angelic voice. This also confuses opposing Pokemon.	120	
tack order alanche	15 The user calls out its underlings to pummel the target. Critical hits land more easily.	90	
	10 The power of this attack move is doubled if the user has been hurt by the target in the same turn.	60	
rb barrage rrage	10 The user launches countless toxic barbs to inflict damage. This may also poison the target. This move's power is doubled if the target is already poisoned. 20 Round objects are hurled at the target to strike two to five times in a row.	60 15	
ME	PP EFFECT	DAMAGE	ACCURACY TYPE
nd	20 Things such as long bodies or tentacles are used to bind and squeeze the target for four to five turns.	85	20 normal
tter malice	10 The user attacks the target with spine-chilling resentment. This also lowers the target's Attack stat.	75	100 ghost
ze kick	10 The user launches a kick that lands a critical hit more easily. It may also leave the target with a burn.	85	90 fire
zzard	5 A howling blizzard is summoned to strike opposing Pok??mon. This may also leave the opposing Pok??mon frozen.	110	70 ice
ly slam	15 The user drops onto the target with its full body weight. This may also leave the target with paralysis.	85	100 normal
t strike	5 The user surrounds itself with a great amount of electricity and charges its target. This may also leave the target with paralysis.	130	85 electri
utal swing	20 The user swings its body around violently to inflict damage on everything in its vicinity.	60	100 dark
ble	30 A spray of countless bubbles is jetted at the opposing Pok??mon. This may also lower their Speed stat.	40	100 water
g bite	20 The user bites the target. If the target is holding a Berry, the user eats it and gains its effect.	60	100 bug
rge beam	10 The user attacks with an electric charge. The user may use any remaining electricity to raise its Sp. Atk stat.	50	90 electri
illing water	20 The user attacks the target by showering it with water that's so cold it saps the target's power. This also lowers the target's Attack stat.	50	100 water
ME	PP EFFECT	DAMAGE	ACCURACY TYPE
anging scales	5 The user rubs the scales on its entire body and makes a huge noise to attack opposing Pok??mon. The user's Defense stat goes down after the attack.	110	100 dragon
se combat	5 The user fights the target up close without guarding itself. It also cuts the user's Defense and Sp. Def.	120	100 fightin
iet punch	15 The target is hit with a flurry of punches that strike two to five times in a row.	18	85 normal
nfusion	25 The target is hit by a weak telekinetic force. This may also confuse the target.	50	100 psychio
k pulse	15 The user releases a horrible aura imbued with dark thoughts. This may also make the target flinch.	80	100 dark
zzling gleam	10 The user damages opposing Pok??mon by emitting a powerful flash.	80	100 fairy
scharge	15 The user strikes everything around it by letting loose a flare of electricity. This may also cause paralysis.	80	100 electr
om desire	5 Two turns after this move is used, a concentrated bundle of light blasts the target. 5 Comets are summoned down from the sky onto the street. The attack's coreol barshy lowers the user's So, Atk stat	140	100 steel

	PP EFFECT	DAMAG	
dream eater	15 The user eats the dreams of a sleeping target. It absorbs half the damage caused to heal its own HP.	16	
earth power eerie spell	10 The user makes the ground under the target crupt with power. This may also lower the target's Sp. Def. 5 The user attacks with its tremendous psychic power. This also removes 3 PP from the target's last move.	9	90 100 ground 30 100 psychic
ember	25 The target is attacked with small flames. This may also leave the target with a burn.	4	100 fire
energy ball eruption	10 The user draws power from nature and fires it at the target. This may also lower the target's Sp. Def stat. 5 The user attacks opposing Pok??mon with explosive fury. The lower the user's HP, the lower the move's power.	15	90 100 grass 50 100 fire
expanding force	10 The user attacks the target with its psychic power. When the ground is Psychic Terrain, this move's power is boosted and it damages all opposing Pok??mon.	25	30 100 psychic
explosion fairy wind	5 The user attacks everything around it by causing a tremendous explosion. The user faints upon using this move. 30 The user stirs up a fairy wind and strikes the target with it.		100 fairy
fire blast flame wheel	5 The target is attacked with an intense blast of all-consuming fire. This may also leave the target with a burn. 25 The user cloaks itself in fire and charges at the target. It may also leave the target with a burn.	11	10 85 fire 30 100 fire
NAME	PP EFFECT	DAMAG	
fly freeze shock	15 The user soars and then strikes its target on the next turn. This can also be used to fly to any familiar town. 5 On the second turn, the user hits the target with electrically charged ice. This may also leave the target with paralysis.	14	10 90 ice
frenzy plant grass pledge	5 The user slams the target with an enormous tree. The user can't move on the next turn. 10 A column of grass hits the target. When used with its water equivalent, its power increases and a vast swamp appears.	15	50 90 grass 30 100 grass
gust	35 A gust of wind is whipped up by wings and launched at the target to inflict damage. 5 The user attacks the target with a hazardous, full-power headbutt. This also damages the user terribly.	15	100 grass
head smash heart stamp	5 The user attacks the target with a hazardous, full-power headbutt. This also damages the user terribly. 25 The user unleashes a vicious blow after its cute act makes the target less wary. This may also make the target flinch.	6	in 100 nsychic
hex	10 This relentless attack does massive damage to a target affected by status conditions. 5 The target is hit with a watery blast. The user can't move on the next turn.	15	55 100 ghost
hydro cannon ice fang	5 The target is hit with a watery blast. The user can't move on the next turn. 15 The user bites with col-infused fangs. This may also make the target flinch or leave it frozen. 15 The user attacks with a gust of chilled air. This also lowers the opposing Pok??mon's Speed stats.	15	90 water 95 ice 95 ice
icy wind	15 The user attacks with a gust of chilled air. This also lowers the opposing Pok??mon's Speed stats.	5	55 95 ice
NAME	PP EFFECT	DAMAG	GE ACCURACY TYPE
infestation	20 The target is infested and attacked for four to five turns. The target can't flee during this time. 15 The target is slammed with a steel-hard tail. This may also lower the target's Defense stat.		100 bug
iron tail leaf blade	15 The target is Slammed with a steel-hard tail. This may also lower the target's Defense stat. 15 The user handles a sharn leaf like a sword and attacks by cutting its target. Critical hits land more easily.	10	00 75 steel 00 100 grass
light of ruin	15 The user handles a sharp leaf like a sword and attacks by cutting its target. Critical hits land more easily. 5 Drawing power from the Eternal Flower, the user fires a powerful beam of light. This also damages the user quite a lot. 20 The user makes a swift attack on the target's legs, which lowers the target's Speed stat. 15 The user makes a lunge at the target, attacking with full force. This also lowers the target's Attack stat.	14	10 90 fairv
low sweep lunge	20 Inde user makes a swift attack on the target's legs, which lowers the target's Speed stat. 15 The user makes a lunne at the target, attacking with full force. This also lowers the target's Attack stat.		55 100 fighting 30 100 bug
malignant chain	5 The user pours toxins into the target by wrapping them in a toxic, corrosive chain. This may also leave the target badly poisoned. 5 The target is attacked by a kick launched with muscle-packed power.	16	100 noison
mega kick mega punch metal claw	20 The target is slugged by a punch thrown with muscle-packed power.	12	20 75 normal 30 85 normal
metal claw meteor beam	35 The target is raked with steel claws. This may also raise the user's Attack stat. 10 The user gathers energy from space and boosts its Sp. Atk stat on the first turn, then attacks on the next turn.	12	60 95 steel
NAME	to necessing the sensity from space and phoses its sp. Kik stat on the risk turn, then attacks on the next turn.	DAMAGE	ACCURACY TYPE
misty explosion	5 The user attacks everything around it and faints upon using this move. This move's power is boosted on Misty Terrain.	100	100 fairy
mud bomb	10 The user launches a hard-packed mulu laun to attack. This may also lower the target's accuracy. 10 The user launches a hard-packed mulu ball to attack. This may also lower the target's accuracy. 10 The user attacks by nuzzling its electrified cheeks against the target. This also lower the target with paralysis.	65	85 ground
night daze nuzzle	10 The user lets loose a pitch-black shock wave at its target. This may also lower the target's accuracy. 20 The user attacks by unizzling its electrified cheeks against the target. This also leaves the target with paralysis.	85 100	95 dark 20 electric
octazooka		65	85 water
octazooka outrage overheat	10 The user attacks by spraying ink in the target's face or eyes. It may also lower the target's accuracy. 10 The user rampages and attacks for two to three turns. The user then becomes confused. 5 The user attacks the target at full gower. The attack's recoil harshly lowers the user's So. Atk stat.	65 120 130	85 water 100 dragon 90 fire
octazooka outrage overheat	10 The user attacks by spraying ink in the target's face or eyes. It may also lower the target's accuracy. 10 The user rampages and attacks for two to three turns. The user then becomes confused. 5 The user attacks the target at full gower. The attack's recoil harshly lowers the user's So. Atk stat.	65 120 130 100	85 water 100 dragon 90 fire 35 flying
octazooka outrage overheat peck petal blizzard poison fang	10 The user attacks by spraying ink in the target's face or eyes. It may also lower the target's accuracy. 10 The user rampages and attacks for two to three turns. The user then becomes confused. 5 The user attacks the target at full power. The attack's recoil harshly lowers the user's Sp. Atk stat. 35 The target is jabbed with a sharply pointed beak or horn. 15 The user stirs up a violent petal blizzard and attacks everything around it. 15 The user bites the target with toxic fangs. This may also leave the target badly poisoned.	65 120 130 100 90 50	85 water 100 dragon 90 fire 35 flying 100 grass 100 poison
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octazooka outrage overheat peck petal blizzard poison fang poison sting NAME power gem powder snow psychic fangs psyshock razor leaf razor shell rock slide sand tomb shadow claw signal beam sizzly slide NAME	10 The user attacks by spraying ink in the target's face or eyes. It may also lower the target's accuracy. 10 The user rampages and attacks for two to three turns. The user then becomes confused. 5 The user attacks the target at full power. The attack's recoil harshly lowers the user's Sp. Atk stat. 35 The target is jabbed with a sharply pointed beak or horn. 15 The user bites the target with toxic fangs. This may also leave the target badly poisoned. 35 The user stabs the target with toxic fangs. This may also poison the target. PP EFFECT 20 The user attacks with a ray of light that sparkles as if it were made of gemstones. 25 The user attacks with a chilling gust of powdery snow. It may also freeze the targets. 10 The user materializes an odd psychic vave to attack the target. This attack dose physical damage. 25 Sharp-edged leaves are launched to slash at the opposing team. Critical hits land more easily. 10 The user cuts its target with sharp shells. This may also lower the target's Defense stat. 10 Large boulders are hurled at the opposing team to inflict damage. It may also make the targets flinch. 15 The user traps the target inside a harshly raging andsdorm for four to five turns. 15 The user traps the target inside a harshly raging andsdorm for four to five turns. 15 The user slashes with a sharp claw made from shadows. Critical hits land more easily. 15 The user slashes with a sharp claw made from shadows. Critical hits land more easily.	65 120 130 190 90 50 15 DAMAGE 80 40 85 75 75 75 35 70 75 90	85 water 100 dragon 90 fire 25 flying 100 grass 100 poison 100 poison ACCURACY TYPE 100 rock 100 ice 100 psychic 100 psychic 100 psychic 95 grass 95 water 90 rock 85 ground 100 ghost 100 bug
octazooka outrage overheat peck petal bizzard poison fang poison sting NAME power gem powder snow powder snow razor leaf razor shell rock slide sand tomb shadow claw signal beam sizzly slide NAME Sky attack	10 The user attacks by spraying ink in the target's face or eyes. It may also lower the target's accuracy. 10 The user attacks the target at full power. The attack's recoil harshly lowers the user's Sp. Atk stat. 5 The user lis jabbed with a sharply pointed beak or horn. 15 The user bites the target at full power. The attack's recoil harshly lowers the user's Sp. Atk stat. 15 The user bites the target with toxic fangs. This may also leave the target badly poisoned. 15 The user bites the target with toxic fangs. This may also poison the target. 15 The user stabs the target with a poisonous stinger. This may also poison the target. 16 The user stabs the target with a poisonous stinger. This may also poison the target. 17 The prefect of the user attacks with a ray of light that sparkles as if it were made of gemstones. 18 The user attacks with a chilling gust of powdery snow. It may also freeze the targets. 19 The user attacks with a chilling gust of powdery snow. It may also freeze the targets. 10 The user attacks with a chilling gust of powdery snow. It may also freeze the target. 10 The user materializes an odd psychic vape to attack the target. This attack does physical damage. 10 The user attacks user a constant of the proposing team of critical hits land more easily. 10 The user cuts its target with sharp shells. This may also lower the target: Defense stat. 10 Large boulders are hurled at the opposing team to inflict damage. It may also make the targets flinch. 15 The user stashes with a sharp claw made from shadows. Critical hits land nore easily. 15 The user attacks with a sinister beam of light. This may also confuse the target with a burn. 15 The user stashes with a sharp claw made from shadows. Critical hits land nore easily. 15 The user stashes with a sharp claw made from shadows. Critical hits land nore easily. 15 The user stasks with a sinister beam of light. This may also confuse the target flinch.	65 120 130 190 90 50 15 DAMAGE 80 85 80 85 75 75 75 75 75 90 DAMAGE	SS water 100 dragon 90 fire 25 flying 100 grass 100 poison ACOLRACY TYPE 100 rock 100 ice 100 psychic 100 psychic 100 psychic 100 psychic 95 grater 90 rock 85 ground 100 bug 100 fire ACCURACY TYPE 90 flying
octazonka outrage overheat peck blizzard polson fang polson sting NAME	10 The user attacks by spraying ink in the target's face or eyes. It may also lower the target's accuracy. 10 The user manapages and attacks for two to three turns. The user then becomes confused. 5 The user attacks the target at full power. The attack's recoil harshly lowers the user's Sp. Atk stat. 5 The user stitus up a violent petal bilizard and attackches not horn. 15 The user bites the target with toxic fangs. This may also leave the target badly poisoned. 5 The user stabs the target with a poisonous stinger. This may also poison the target. 15 The user stabs the target with a poisonous stinger. This may also poison the target. 16 The user attacks with a ray of light that sparkles as if it were made of gomstones. 17 The user attacks with a chilling gust of powdery snow. It may also freeze the targets. 18 The user attacks with a chilling gust of powdery snow. It may also freeze the targets. 19 The user attacks with a chilling gust of powdery snow. It may also freeze the targets. 10 The user bites the target with its psychic capabilities. This can also destroy Light Screen and Reflect. 10 The user materializes an odd psychic wave to attack the target. This attack does physical damage. 19 Sharp-edged leaves are launched to slash at the opposing team or critical hits land more easily. 10 Large boulders are hurled at the opposing team to inflict damage. It may also make the target flinch. 15 The user traps the target inside a harshly raging sandstorm for four to five turns. 15 The user taskes with a sharp claw made from shadow. Critical hits land more easily. 15 The user clooks itself in fire and charges at the target. This also beaves the target flinch. 16 The user clooks itself in fire and charges at the target. This also beaves the target flinch. 17 The user clooks itself in fare and charges at the target. This may also confuse the target flinch.	65 1220 130 100 90 50 15 DAMAGE 40 85 85 85 75 75 75 75 90 DAMAGE	S5 water 100 dragnn 90 fire 25 flying 100 grass 100 poison 100 poison 100 rock 100 ice 100 psychic 100 psychic 100 psychic 95 grass 95 water 97 rock 97 rock 90 gunnd 100 bug 100 bug 100 bug 100 fire 4ACURACY TYPE 99 flying 100 poison 100 poison 100 pison 100 pietric
octazonka outrage overheat peck blizzard polson fang polson sting NAME	10 The user attacks by spraying ink in the target's face or eyes. It may also lower the target's accuracy. 10 The user manapages and attacks for two to three turns. The user then becomes confused. 5 The user attacks the target at full power. The attack's recoil harshly lowers the user's Sp. Atk stat. 5 The user stitus up a violent petal bilizard and attackches not horn. 15 The user bites the target with toxic fangs. This may also leave the target badly poisoned. 5 The user stabs the target with a poisonous stinger. This may also poison the target. 15 The user stabs the target with a poisonous stinger. This may also poison the target. 16 The user attacks with a ray of light that sparkles as if it were made of gomstones. 17 The user attacks with a chilling gust of powdery snow. It may also freeze the targets. 18 The user attacks with a chilling gust of powdery snow. It may also freeze the targets. 19 The user attacks with a chilling gust of powdery snow. It may also freeze the targets. 10 The user bites the target with its psychic capabilities. This can also destroy Light Screen and Reflect. 10 The user materializes an odd psychic wave to attack the target. This attack does physical damage. 19 Sharp-edged leaves are launched to slash at the opposing team or critical hits land more easily. 10 Large boulders are hurled at the opposing team to inflict damage. It may also make the target flinch. 15 The user traps the target inside a harshly raging sandstorm for four to five turns. 15 The user taskes with a sharp claw made from shadow. Critical hits land more easily. 15 The user clooks itself in fire and charges at the target. This also beaves the target flinch. 16 The user clooks itself in fire and charges at the target. This also beaves the target flinch. 17 The user clooks itself in fare and charges at the target. This may also confuse the target flinch.	65 120 130 100 90 50 50 15 DAMAGE 80 40 85 55 75 75 75 75 75 90 DAMAGE	85 water 100 dragnn 90 fire 100 dragnn 90 fire 25 flying 100 grass 100 poison 100 poison ACCURACY TYPE 100 rock 100 ice 100 psychic 100 psychic 100 psychic 95 grass 95 water 90 rock 85 ground 100 ghost 100 ghost 100 fire ACCURACY TYPE 90 flying 100 poison 100 electric 100 fairy
octazonka outrage overheat peck blizzard potson fang poison fang poison sting NAME	10 The user attacks by spraying ink in the target's face or eyes. It may also lower the target's accuracy. 10 The user manapages and attacks for two to three turns. The user then becomes confused. 5 The user attacks the target at full power. The attack's recoil harshly lowers the user's Sp. Atk stat. 5 The user stitu by a violent petal bizzard and attackches recoil harshly lowers the user's Sp. Atk stat. 10 The user stitu by a violent petal bizzard and attackches at the target badly poisoned. 11 The user stabs the target with toxic fangs. This may also leave the target badly poisoned. 12 The user stabs the target with a poisonous stinger. This may also poison the target. 12 The user stabs the target with a poisonous stinger. This may also poison the target. 13 The user attacks with a ray of light that sparkles as if it were made of gemstones. 14 The user attacks with a chilling qust of powdery snow. It may also freeze the targets. 15 The user attacks with a chilling qust of powdery snow. It may also freeze the target. 16 The user materializes an odd psychic vape to attack the target. This attack does physical damage. 17 Sharp-edged leaves are launched to slash at the opposing team contricted hits land more easily. 18 The user cuts its target with sharp shells. This may also lower the target's Defense stat. 19 Large boulders are hurled at the opposing team to inflict damage. It may also make the targets flinch. 19 The user clashes with a sharp claw made from shadows. Critical hits land more easily. 19 The user stacks with a sinister beam of light. This may also confuse the target with a burn. 19 The user closks itself in fire and charges at the target. This also leaves the target flinch. 20 Unsantary sludge is hurled at the target. This may also leave the target this paralysis. 21 The user closks itself in fire and charges at the target. This may also leave the target with a paralysis. 22 Unsantary sludge is hurled at the target. This may also leave the target with paralysis. 23 The user stabs the target with s	65 120 130 100 90 50 15 DAMAGE 80 40 85 85 75 75 75 75 75 75 75 90 0 DAMAGE	SS water 100 dragnn 90 fire 100 dragnn 90 fire 25 flying 100 grass 100 poison 100 poison 100 rock 100 ice 100 psychic 100 pica
octazooka outrage overheat peck petal bizzard poison fang poison sting NAME power gem powder snow psychic fangs psyshock razor leaf razor shell rock slide shadoot claw signal beam sizily slide NAWE Sky attack sludge sparkly swirl stone edge surf	10 The user attacks by spraying ink in the target's face or eyes. It may also lower the target's accuracy. 10 The user attacks the target at full power. The attack's recoil harshly lowers the user's Sp. Atk stat. 35 The target is jabbed with a sharply pointed beak or horn. 15 The user bites the target with toxic fangs. This may also leave the target badly poisoned. 15 The user sties up a violent petal blizzard and attacks everything around it. 15 The user bites the target with toxic fangs. This may also leave the target badly poisoned. 35 The user stabs the target with oak can be supposed to the target. PP EFFECT 10 The user attacks with a ray of light that sparkles as if it were made of genstones. 25 The user attacks with a calling gust of powdery snow. It may also freeze the targets. 10 The user attacks with a chilling gust of powdery snow. It may also freeze the targets. 10 The user attacks with a chilling gust of powdery snow. It may also bestroy Light Screen and Reflect. 10 The user characterializes an odd psychic wave to attack the target. This attack does physical damage. 25 Sharp-edged leaves are launched to slash at the opposing team. Critical hits land more easily. 10 The user cuts its target with sharp shells. This may also lower the target's Defense stat. 10 Large boulders are burled at the opposing team to inflict damage. It may also make the targets flinch. 15 The user trays the target inside a harshly raging sandstom for four to five turns. 15 The user stables with a sharpe table may also lower the targets. 15 The user attacks with a sinister beam of light. This may also confise the target. 15 The user closely sinish sinister beam of light. This may also make the target with a burn. PP EFFECT 5 A second-turn attack move where critical hits land more easily. It may also make the target flinch. 20 Unsanitary sludge is hurled at the target. This also leaves the target with sharpened stones from below. Critical hits land more easily. 15 The user stabs the target by wrapping it with a whirkwind of	65 120 130 100 50 50 15 DAMAGE 80 40 85 80 80 85 75 75 75 75 70 75 90 DAMAGE	S5 water 100 dragnn 90 fire 25 flying 100 grass 100 poison
octazonka outrage overheat peck petal bizzard poison fang poison sting NAME Dower gem powden enow psychock styrol leaf rezor shell rock slide sand temb shadow claw signal beam sizzly slide NAME Sky attack sludge spark sparkly svirl stone edge surf thrash thunder punch volt switch	10 The user manages and attacks for two to three turns. The user then becomes confused. 5 The user attacks the target at full power. The attack's recoil harshly lowers the user's Sp. Atk stat. 5 The user attacks the target at full power. The attack's recoil harshly lowers the user's Sp. Atk stat. 5 The user its jabbed with a sharply pointed beak or horn. 15 The user bites the target with toxic fangs. This may also leave the target badly poisoned. 5 The user stabs the target with toxic fangs. This may also poison the target. PP EFFECT 20 The user attacks with a ray of light that sparkles as if it were made of genstones. 25 The user attacks with a chilling gust of powdery snow. It may also freeze the targets. 26 The user attacks with a chilling gust of powdery snow. It may also freeze the targets. 27 The user attacks with a chilling gust of powdery snow. It may also freeze the targets. 28 The user attacks with a chilling gust of powdery snow. It may also freeze the targets. 29 The user attacks with a chilling gust of powdery snow. It may also freeze the targets. 20 The user attacks with a chilling gust of powdery snow. It may also freeze the targets. 20 The user attacks with a chilling gust of powdery snow. It may also freeze the targets. 20 The user attacks with a chilling gust of powdery snow. It may also freeze the targets. 21 The user attacks user and powders are hurled at the copposing team to irritical hits land nore easily. 22 The user three target inside a harshly raging sandstorm for four to five turns. 23 The user slashes with a sharp claw made from shadow. Critical hits land nore easily. 24 The user three sharped with sharped with sharped from shadow. Critical hits land nore easily. 25 The user attacks with a sinister beam of light. This may also confuse the target flinch. 26 Unsanitary sludge is hurled at the target. This may also poison the target. 27 The user throws an electrically charged tackle at the target. This may also leave the target with sharpened stones from below. Cr	65 120 130 100 50 50 15 DAMAGE 85 80 85 85 75 75 75 90 DAMAGE	S5 water 100 dragnn 90 fire 25 flying 100 grass 100 poison 100 poison 100 poison 100 poison 100 ice 100 psychic 100 psychic 100 psychic 95 grass 95 water 95 rock 90 rock 100 bug 100 bug 100 bug 100 psychic 100 piro 100
octazooka outrage overheat peck petal bizzard poison fang poison sting NAME power gem powder snow psychic fangs psyshock razor leaf razor shell rock slide shadoot claw signal beam sizily slide NAWE Sky attack sludge sparkly swirl stone edge surf	10 The user attacks by spraying ink in the target's face or eyes. It may also lower the target's accuracy. 10 The user mapages and attacks for two to three turns. The user then becomes confused. 5 The user attacks the target at full power. The attack's recoil harshly lowers the user's Sp. Atk stat. 5 The user stirs up a violent petal blizzard and attacks everything around it. 15 The user bites the target with toxic fangs. This may also leave the target badly poisoned. 5 The user stabs the target with toxic fangs. This may also poison the target. PP EFFECT 20 The user attacks with a ray of light that sparkles as if it were made of gomstones. 25 The user attacks with a chilling gust of powdery snow. It may also freeze the targets. 10 The user attacks with a chilling gust of powdery snow. It may also freeze the targets. 10 The user bites the target with its psychic capabilities. This can also destroy Light Screen and Reflect. 10 The user materializes an odd psychic wave to attack the target. This attack does physical damage. 25 Sharp-edged leaves are launched to slash at the opposing team. Critical hits land more easily. 10 Large boulders are hurled at the opposing team to inflict damage. It may also make the targets flinch. 15 The user slashes with a sharp claw made from shadows. Critical hits land more easily. 15 The user slashes with a sharp claw made from shadows. Critical hits land more easily. 16 The user cloaks itself in fire and charges at the target. This also leaves the target with a burn. PP EFFECT 5 A second-turn attack move where critical hits land more easily. It may also make the target flinch. 20 Unsantary sludge is hurled at the target. This may also confuse the target with a burn. PP EFFECT 5 A second-turn attack move where critical hits land more easily. It may also make the target with paralysis. 20 Houser throw an electrically charged tackle at the capet. This also heaves the target with paralysis. 21 The user cloaks itself in fire and charget. This may also confuse the target with paral	65 120 130 100 50 50 15 DAMAGE 80 40 85 80 80 85 75 75 75 75 70 75 90 DAMAGE	S5 water 100 dragon 90 fire 25 flying 100 grass 100 poison 100 poison 100 poison 100 poison 100 posch 100 psychic 100 pigrass 100 bug 100 fire ACCURACY TYPE 96 flying 100 pisson 100 electric 100 fairy 100 portal 100 water 100 normal 100 electric
octazonka outrage overheat peck petal blizzard poison fang poison sting NAME	10 The user manages and attacks for two to three turns. The user then becomes confused. 5 The user attacks the target at full power. The attack's recoil harshly lowers the user's Sp. Atk stat. 5 The user attacks the target at full power. The attack's recoil harshly lowers the user's Sp. Atk stat. 5 The user its jabbed with a sharply pointed beak or horn. 15 The user bites the target with toxic fangs. This may also leave the target badly poisoned. 5 The user stabs the target with toxic fangs. This may also poison the target. PP EFFECT 20 The user attacks with a ray of light that sparkles as if it were made of genstones. 25 The user attacks with a chilling gust of powdery snow. It may also freeze the targets. 26 The user attacks with a chilling gust of powdery snow. It may also freeze the targets. 27 The user attacks with a chilling gust of powdery snow. It may also freeze the targets. 28 The user attacks with a chilling gust of powdery snow. It may also freeze the targets. 29 The user attacks with a chilling gust of powdery snow. It may also freeze the targets. 20 The user attacks with a chilling gust of powdery snow. It may also freeze the targets. 20 The user attacks with a chilling gust of powdery snow. It may also freeze the targets. 20 The user attacks with a chilling gust of powdery snow. It may also freeze the targets. 21 The user attacks user and powders are hurled at the copposing team to irritical hits land nore easily. 22 The user three target inside a harshly raging sandstorm for four to five turns. 23 The user slashes with a sharp claw made from shadow. Critical hits land nore easily. 24 The user three sharped with sharped with sharped from shadow. Critical hits land nore easily. 25 The user attacks with a sinister beam of light. This may also confuse the target flinch. 26 Unsanitary sludge is hurled at the target. This may also poison the target. 27 The user throws an electrically charged tackle at the target. This may also leave the target with sharpened stones from below. Cr	65 120 130 100 90 50 15 DAMAGE 40 85 80 85 75 75 75 75 75 90 DAMAGE	SS water 100 dragnn 90 fire 25 flying 100 grass 100 poison 100 poychic 100 psychic 100 piece 100 prock 100 piece 100 poison 100 psychic 100 poison 100 psychic 100 psychic 100 poison 100 psychic 100
octazooka outrage overheat peck petal bizzard poison fang poison sting NAME	10 The user attacks by spraying ink in the target's face or eyes. It may also lower the target's accuracy. 10 The user attacks the target at full power. The attack's recoil harshly lowers the user's Sp. Atk stat. 25 The user attacks the target at full power. The attack's recoil harshly lowers the user's Sp. Atk stat. 25 The user stirs up a violent petal blizzard and attacks everything around it. 26 The user stirs up a violent petal blizzard and attacks everything around it. 27 The user states the target with toxic fangs. This may also leave the target badly poisoned. 28 The user stabs the target with a poisonous stinger. This may also poison the target. 29 The user attacks with a ray of light that sparkles as if it were made of gomstones. 29 The user attacks with a chilling gust of powdery snow. It may also freeze the targets. 20 The user attacks with a chilling gust of powdery snow. It may also freeze the targets. 20 The user attacks with a chilling gust of powdery snow. It may also freeze the targets. 20 The user attacks with a chilling gust of powdery snow. It may also leaves the target. 21 The user attacks with a chilling gust of powdery snow. It may also freeze the targets. 22 The user attacks with a chilling dust of powdery snow. It may also freeze the target. 23 The user attacks with a sharp claw made from shadow. Critical hits land more easily. 24 The user target the target inside a harshly raging sandstorm for four to five turns. 25 The user stacks with a sinister beam of light. This may also confuse the target with a burn. 25 The user attacks with a sinister beam of light. This may also confuse the target flinch. 26 The user thrown an electrically charged tackle at the target. This may also leave the target with paralysis. 27 The user attacks the target by wrapping it with a whirlwind of an overnowering scent. This also heals all status conditions of the user's party. 28 The user attacks the target with sharpened stones from below. Critical hits may also leave the target with paralysis. 29 After maki	65 1220 1390 1990 590 590 490 490 850 575 75 75 75 75 90 DAMAGE	SS water 100 dragon 90 fire 25 flying 100 grass 100 poison 100 poychic 100 psychic 100 psychic 100 psychic 100 psychic 100 psychic 100 psychic 100 prock 100 pigon 100 pig
octazonka outrage overheat peck petal bizzard poison fang poison sting NAME power gem powder snow psychic fangs psyshock razor leell rack slide shadow claw signal beam sizzly slide NAME	10 The user attacks by spraying ink in the target's face or eyes. It may also lower the target's accuracy. 10 The user attacks the target at full power. The attack's recoil harshly lowers the user's Sp. Atk stat. 25 The user attacks the target at full power. The attack's recoil harshly lowers the user's Sp. Atk stat. 25 The user stirs up a violent petal blizzard and attacks everything around it. 26 The user stirs up a violent petal blizzard and attacks everything around it. 27 The user bites the target with toxic fangs. This may also leave the target badly poisoned. 28 The user stabs the target with a poisonous stinger. This may also poison the target. 29 The user attacks with a ray of light that sparkles as if it were made of gomstones. 29 The user attacks with a chilling gust of powdery snow. It may also freeze the targets. 20 The user attacks with a chilling gust of powdery snow. It may also freeze the targets. 20 The user attacks with a chilling gust of powdery snow. It may also freeze the targets. 21 The user bites the target with its psychic capabilities. This can also destroy Light Screen and Reflect. 23 The user attacks with a chilling gust of powdery snow. It may also lower the target target and the property of the user during the user during the state of the user during the state of the user state of the user attacks with a sharp claw made from shadow. In the user cuts its target with sharp shells. This may also lower the target funds. 25 The user stacks with a sinster beam of light. This may also confuse the target with a burn. 26 The user attacks with a sinster beam of light. This may also confuse the target with a burn. 27 The user cloaks itself in fire and charges at the target. This also leaves the target with a burn. 28 The user cloaks itself in fire and charges at the target. This may also make the target flinch. 29 Unsantary sludge is burled at the target. This may also confuse the target with paralysis. 20 After making its attack, the user critical fits. This may also confuse the target	65 120 130 100 90 50 15 DAMAGE 80 80 85 85 75 75 75 75 75 70 70 70 70 70 90 DAMAGE	SS water 100 dragon 90 fire 25 flying 100 grass 100 poison 100 poison 100 poison 100 poison 100 ice 100 psychic 100 psychic 100 psychic 95 grass 95 water 90 rock 100 pire 100 bire 100 bire 100 bire 96 flying 100 piron 100 piro

Type (<u>name</u>: varchar(20))

Items (name: varchar(30), effect: varchar(120)) (effect - UNIQUE, CK)

NAME	EFFECT
leppa berry persim berry razz berry oran berry lum berry sitrus berry antidote	When one move reaches 0 PP, restores 10 PP of the move When confused, cures confusion Makes wild Pokemon easier to catch When holder has less than 1/2 of their max HP, restores 10 HP When holder has a status effect or confusion, cures the status effect When holder has less than 1/2 of their max HP, restores 1/4 of max HP
potion super potion elixir lemonade	Restores 20 HP Restores 60 HP Restores 10 PP of all moves of a Pokemon Restores 70 HP

Berries (name: varchar(30), flavour: varchar(20)) (flavour - NOT NULL)

NAME	FLAVOUR
leppa berry	spicy
persim berry	sweet
razz berry	dry
oran berry	dry
lum berry	bitter
sitrus berry	sour

Medicine (name: varchar(30), hp_restored: int, pp_restored: int, cures: varchar(20), cost: int) (hp_restored - DEFAULT 0; pp_restored - DEFAULT 0)

NAME	HP_RESTORED I	PP_RESTORED	CURES	COST
antidote	0	0	poison	100
potion	20	0		300
super potion	60	0		700
elixir	0	10		1500
lemonade	70	0		350

Gym (name: varchar(50), leader: varchar(20), type: varchar(20), city: varchar(30)) (leader - UNIQUE (CK); type - NOT NULL; city - NOT NULL)

NAME	LEADER	TYPE	CITY
Pewter Gym	Brock	rock	Pewter City
Cerulean Gym	Misty	water	Cerulean City
Hidden Cerulean Gym	Jessie	water	Cerulean City
Violet Gym	Falkner	flying	Violet City
Lavaridge Gym	Flannery	fire	Lavaridge Town
Canalave Gym	Byron	steel	Canalave City
Santalune Gym	Viola	bug	Santalune City
Hammerlocke Stadium	Raihan	dragon	Hammerlocke

City_Region(city: varchar(30), region: varchar(20)) (region - NOT NULL)

CITY	REGION
Pewter City Cerulean City Violet City Lavaridge Town Canalave City Santalune City Hammerlocke	Kanto Kanto Johto Hoenn Sinnoh Kalos Galar

Badge (name: varchar(20), gym_name: char(6))

NAME	GYM_NAME
Basic Badge Boulder Badge Bug Badge Dragon Badge Gold Badge	Canalave Gym Cerulean Gym Hammerlocke Stadium Lavaridge Gym Pewter Gym Santalune Gym Violet Gym Pewter Gym Santalune Gym Hammerlocke Stadium Canalave Gym
NAME	GYM_NAME
Gold Badge Gold Badge Gold Badge Gold Badge Gold Badge Heat Badge Mine Badge Rocket Badge Water Badge Zephyr Badge	Cerulean Gym Hammerlocke Stadium Lavaridge Gym Santalune Gym Violet Gym Lavaridge Gym Canalave Gym Hidden Cerulean Gym Violet Gym

Battle (<u>id</u>: int, battle_date: Date, winner: varchar(50))

```
ID BATTLE_DA WINNER

1 10-JUL-24 leader
2 10-JUL-24 player
3 14-JUL-24 player
4 15-JUL-24 leader
5 16-JUL-24 player
6 16-JUL-24 player
7 17-JUL-24 player
```

Pokemon (<u>name</u>: varchar(30), hp: int, attack: int, defense: int, speed: int, generation: int) (hp - NOT NULL; attack - NOT NULL; defense - NOT NULL; speed - NOT NULL)

NAME	HP	ATTACK	DEFENCE	SPEED	GENERATION
INMITE		ATTACK	DEI EIVCE	31 LLD	OLIVEIVATION
bulbasaur	45	49	49	45	1
ivysaur	60	62	63	60	1
venusaur	80	82	83	80	1
charmander	39	52	43	65	1
charmeleon	58	64	58	80	1
charizard	78	84	78	100	1
squirtle	44	48	65	43	1
wartortle	59	63	80	58	1
blastoise	79	83	100	78	1
caterpie	45	30	35	45	1
metapod	50	20	55	30	1
NAME	HP	ATTACK	DEFENCE	SPEED	GENERATION
butterfree	60	45	50	70	1
weedle	40	35	30	50	1
kakuna	45	25	50	35	1
beedrill	65	80	40	75	1
pidgey	40	45	40	56	1
pidgeotto	63	60	55	71	1
pidgeot	83	80	75	91	ī

Player_Pokemon (<u>name</u>: varchar(30), <u>nickname</u>: varchar(50), <u>tr_username</u>: varchar(50), pp_level: int) (pp_level - NOT NULL)

NAME	NICKNAME	TR_USERNAME	PP_LEVEL
charmander	Char	pikachu	
cnarmander bulbasaur	Char Bob	pikachu Bob	1
			3
charmander	Char	TheVeryBest	3 14
squirtle	Squirrel	Suicune7	
ivysaur	Thorn	Suicune7	1
harmander	Helios	Suicune7	11
ulbasaur	Pog Champ	Suicune7	20
/enusaur	Leafy	Suicune7	23
harmeleon	Melon	Suicune7	26
harizard	Dragon Overlord	Suicune7	99
artortle	Tuttie	Suicune7	16
VAME	NICKNAME	TR_USERNAME	PP_LEVEL
lastoise	blastoise	Suicune7	30
aterpie	Leggy	Suicune7	3
etapod	zukerburg	Suicune7	13
utterfree	Free Bird	Suicune7	10
eedle	Sting	Suicune7	9
akuna	Kat	Suicune7	6
eedrill	Queeny	Suicune7	18
idgey	Wings	Suicune7	9
idgeotto	Wings2	Suicune7	19
idgeot	Wings3	Suicune7	27
quirtle	Mario	DatabasePro	4
4027-000	1101 10	Da cabaser 10	
AME	NICKNAME	TR_USERNAME	PP_LEVEL
vysaur	Flora	DatabasePro	10
harmander	Sparky	DatabasePro	15
ılbasaur	Belly	DatabasePro	2
enusaur	Dino	DatabasePro	3
harmeleon	Melly	DatabasePro	16
harizard	Hot Wings	DatabasePro	85
artortle	Hank	DatabasePro	56
lastoise	Fraser River	DatabasePro	33
aterpie	Pumpkin	DatabasePro	31
etapod	Facebook	DatabasePro	83
utterfree	King	DatabasePro	1
	Kang	bacabada 10	*
IAME	NICKNAME	TR_USERNAME	PP_LEVEL
eedle	weedle	DatabasePro	19
akuna	Dr. Bacon	DatabasePro	26
eedrill	Epipen	DatabasePro	8
idaev	Floor Worker	DatabasePro	9
idgeotto	Lower Management	DatabasePro	19
idgeot	CE0	DatabasePro	26
agoot.	GE 0	Da cabasci 10	20

Trainer (<u>username</u>: varchar(50), name: varchar(50), password: varchar(20), start_date: Date, **zip_postal_code**: varchar(10)) (name - NOT NULL; password - NOT NULL)

USERNAME	NAME	PASSWORD	START_DAT ZIP_POSTAL
pokemonLvr	William	TA_Time d@t@b@seGuy101 awesomePass99* aSHw8nakd78bs* kslfA843gg3eq2! 123456Abc cpsc304IsCool 1234	30-JUN-24 V5Y 1C8
DatabasePro	Seva		20-JUL-24 V5T 6N9
TheVeryBest	Joe		07-JUL-24 T8N 1V9
pikachu	Sarah		09-JUL-24 T8N 0M8
redOctapus	Octo		09-JUL-24 C1A 9B6
Bob	Bob		10-JUL-24 C1C 7T6
Suicune7	Jamie		10-JUL-24 X1A 5P3
admin	admin		31-JUL-24 V5Y 1C8

Timezone(<u>zip postal code</u>: varchar(10), timezone: varchar(5))

ZIP_	POSTAL	TIMEZ	
V5Y	1C8	PST	
V5T	6N9	PST	
T8N	1V9	MST	
T8N	9M8	MST	
ClA	9B6	ADT	
C1C	7T6	ADT	
X1A	5P3	PST	

Trainer_Items (name: varchar(50), username: varchar(50), quantity: int) (quantity - DEFAULT 0)

NAME	USERNAME	QUANTITY
potion	TheVeryBest	5
super potion	TheVeryBest	1
lum berry	TheVeryBest	3
lum berry	redOctapus	8
lemonade	redOctapus	1
oran berry	redOctapus	3
persim berry	redOctapus	4
razz berry	pokemonLvr	10
antidote	pokemonLvr	2
elixir	pokemonLvr	5
elixir	DatabasePro	6
NAME	USERNAME	QUANTITY
sitrus berry potion	DatabasePro DatabasePro	7 18

Trainer_Badges (gym: varchar(50), username: varchar(50), badge: varchar(20))

GYM	USERNAME	BADGE
Cerulean Gym	TheVeryBest	Basic Badge
Cerulean Gym	pikachu	Basic Badge
Hidden Cerulean Gym	Suicune7	Rocket Badge
Pewter Gym	pikachu	Boulder Badge
Violet Gym	Suicune7	Gold Badge

Gym_Challenges (gym: varchar(50), username: varchar(50), battle_id: int)

GYM	USERNAME	BATTLE_ID
Cerulean Gym	TheVeryBest	7
Cerulean Gym	pikachu	2
Cerulean Gym	pikachu	4
Cerulean Gym	pokemonLvr	1
Hidden Cerulean Gym	Suicune7	3
Pewter Gym	pikachu	6
Violet Gym	Suicune7	5

Type_Versus (attack_type: varchar(20), defense_type: varchar(20), effect_multiplier: int) (effect_multiplier - DEFAULT 1)

ATTACK_TYPE	DEFENSE_TYPE	EFFECT_MULTIPLIER
normal	normal	1
normal	fire	ī
normal	water	ī
normal	electric	1
normal	grass	1
normal	ice	1
normal	fighting	1
normal	poison	1
normal	ground	1
normal	flying	1
normal	psychic	1
ATTACK_TYPE	DEFENSE_TYPE	EFFECT_MULTIPLIER
normal	bua	1
normal normal	bug rock	1 .5
normal normal normal	bug rock ghost	1 .5 0
normal	rock	.5
normal normal normal normal	rock ghost dragon dark	.5 0 1 1
normal normal normal normal normal	rock ghost dragon dark steel	.5 0 1 1 .5
normal normal normal normal normal	rock ghost dragon dark steel fairy	.5 0 1 1 .5
normal normal normal normal normal fire	rock ghost dragon dark steel fairy normal	.5 0 1 1 .5 1
normal normal normal normal normal fire fire	rock ghost dragon dark steel fairy normal fire	.5 0 1 .5 1 1 1
normal normal normal normal normal fire	rock ghost dragon dark steel fairy normal	.5 0 1 1 .5 1 1

ATTACK_TYPE	DEFENSE_TYPE	EFFECT_MULTIPLIER
fire	grass	2
fire	ice	2
fire	fighting	1
fire	poison	1
fire	ground	1
fire	flying	1
fire	psychic	1
fire	bug	2
fire	rock	.5
fire	ghost	1
fire	dragon	.5
ATTACK_TYPE	DEFENSE_TYPE	EFFECT_MULTIPLIER
fire	dark	
fire	steel	2
fire	fairy	2
water	normal	1
water	fire	2
water	water	.5
water	electric	
water	grass	.5
water	ice	
water	fighting	ī
water	poison	1

ATTACK_TYPE	DEFENSE_TYPE	EFFECT_MULTIPLIER
water	ground	2
water	flying	1
water	psychic	1
water	bug	1
water	rock	2
water	ghost	1
water	dragon	.5
water	dark	1
water	steel	1
water	fairy	1
electric	normal	1
ATTACK_TYPE	DEFENSE_TYPE	EFFECT_MULTIPLIER
		·····
electric	fire	1
electric electric	fire water	1 2
electric electric electric	fire	1 2 .5
electric electric electric electric electric	fire water	1 2
electric electric electric electric electric electric	fire water electric grass ice	1 2 .5
electric electric electric electric electric	fire water electric grass	1 2 .5
electric electric electric electric electric electric	fire water electric grass ice	1 2 .5
electric electric electric electric electric electric electric	fire water electric grass ice fighting	1 2 .5 .5 1
electric	fire water electric grass ice fighting poison	1 2 .5 .5 1 1
electric electric electric electric electric electric electric electric electric	fire water electric grass ice fighting poison ground	1 2 .5 .5 1 1 1

ATTACK_TYPE	DEFENSE_TYPE	EFFECT_MULTIPLIER
electric	rock	1
electric	ghost	1
electric	dragon	.5
electric	dark	1
electric	steel	1
electric	fairy	1
grass	normal	1
grass	fire	.5
grass	water	2
grass	electric	1
grass	grass	.5
g	5	
ATTACK_TYPE	DEFENSE_TYPE	EFFECT_MULTIPLIER
grass	ice	1
grass	fighting	ī
grass	poison	.5
grass	ground	2
grass	flying	.5
	psychic	1
grass		.5
grass	bug	.3
grass	rock	
grass	ghost	1
grass	dragon	.5
grass	dark	1
ATTACK_TYPE	DEFENSE_TYPE	EFFECT_MULTIPLIER
grass	steel	.5
grass	fairy	1
ice	normal	1
ice	fire	.5
ice	water	.5
ice	electric	1
ice	grass	2
ice	ice	.5
ice	fighting	1
ice	poison	ī
ice	ground	2
	9.00110	2

ATTACK_TYPE	DEFENSE_TYPE	EFFECT_MULTIPLIER
ico	fluina	2
ice ice	flying psychic	2
ice	bug	1
ice	rock	1
ice	ghost	1
ice	dragon	2
ice	dark	1
ice	steel	.5
ice	fairy	1
fighting	normal	2
fighting	fire	1
rigiting	1110	-
ATTACK_TYPE		EFFECT_MULTIPLIER
fighting	water	1
fighting	electric	1
fighting		1
fighting	grass ice	2
fighting	fighting	1
fighting	poison	.5
fighting	ground	1
fighting	flying	.5
fighting	psychic	.5
fighting	bug	.5
fighting	rock	.3
rigiting	TOCK	Z
ATTACK_TYPE	DEFENSE_TYPE	EFFECT_MULTIPLIER
fighting	ghost	0
fighting	dragon	1
fighting	dark	2
fighting	steel	2
fighting	fairy	.5
poison	normal	1
poison	fire	1
poison	water	ī
poison	electric	î
poison	grass	2
poison	ice	1
POZSOII	100	1

ATTACK_TYPE	DEFENSE_TYPE	EFFECT_MULTIPLIER
THEIL IN L		
poison	fighting	1
poison	poison	.5
poison	ground	.5
poison	flying	1
poison	psychic	1
poison	bug	1
poison	rock	.5
ooison ooison	ghost dragon	.5 1
poison	dark	1
poison	steel	0
013011	30000	Ŭ
ATTACK_TYPE	DEFENSE_TYPE	EFFECT_MULTIPLIER
poison	fairy	2
ground	normal	1
ground	fire	2
ground	water	ī
round	electric	2
ground	grass	.5
ground	ice	1
ground	fighting	1
ground	poison	2
ground	ground	1
round	flying	0
ATTACK_TYPE	DEFENSE TYPE	EFFECT_MULTIPLIER
ground	psychic	1
ground	bug	.5
ground ground	rock ghost	2 1
ground	dragon	1
ground	dark	1
ground	steel	2
round	fairy	1
flying	normal	ī
flying	fire	ī
flýing	water	1
ATTACK_TYPE	DEFENSE_TYPE	EFFECT_MULTIPLIER
ATTACK_TITE	DELENSE_ITTE	ETTECT_HOLTTTEIN
flying	electric	.5
flying	grass	2
flying	ice	1
flying	fighting	2
flying	poison	1
flying	ground	1
flying	flying	1
flying	psychic	1 2
flying	bug	2

rock	.5
ghost	1
DEFENSE_TYPE	EFFECT_MULTIPLIER
dark	1
steel	.5
fairy	1
normal	1
fire	1
water	1
electric	1
grass	1
ice	1
fighting	2
poison	2
DEFENSE_TYPE	EFFECT_MULTIPLIER
	1
flying	1
psychic	.5
	1
	1
	1
	1
	Θ
	.5
fairy	1
normal	1
DEFENSE TYPE	EFFECT_MULTIPLIER
DELENSE_THE	ELLECI_MOFITEFTER
fire	.5
water	1
	- 1
	2
	ĩ
	.5
	.5
	1
	.5
psychic	2
bug	1
	ghost DEFENSE_TYPE dark steel fairy normal fire water electric grass ice fighting poison DEFENSE_TYPE ground flying psychic bug rock ghost dragon dark steel fairy normal DEFENSE_TYPE fire water electric grass ice fighting poison ground flying

A TOTAL OLD TO A TOTAL OLD TOTAL OLD TO A TOTAL OLD TOTAL OLD TO A TOTAL OLD TO A TOTAL OLD TO A TOTAL OLD TO A TOTAL OLD		
ATTACK_TYPE	DEFENSE_TYPE	EFFECT_MULTIPLIER
hua		
bug	rock ghost	.5
bug	dragon	.5
hug	dark	2
bug bug bug bug bug rock	steel	.5
hug	fairy	.5
rock	normal	.3
rock	fire	2
rock	water	1
rock	electric	i
rock	grass	i.
T O CIT	9.455	-
ATTACK_TYPE	DEFENSE_TYPE	EFFECT_MULTIPLIER
rock	ice	2
rock	fighting	.5
rock	poison	
rock	ground	.5
rock	flying	2
rock	psychic	
rock	bug	2
rock	rock	
rock	ghost	
rock	dragon	
rock	dark	
ATTACK_TYPE	DEFENSE_TYPE	EFFECT_MULTIPLIER
rock	steel	.5
rock	fairy	1
ghost ghost	normal	0
gnost	fire	1
ghost	water	1
ghost	electric	1
ghost	grass ice	1
ghost ghost	ice fighting	1
ghost	poison	1
ghost	ground	1
gilost	ground	1

ATTACK_TYPE	DEFENSE_TYPE	EFFECT_MULTIPLIER
ghost	flying	1
ghost	psychic	2
ghost	bug	1
ghost	rock	1
ghost	ghost	2
ghost	dragon	1
ghost	dark	.5
ghost	steel	1
ghost	fairy	1
dragon	normal	1
dragon	fire	1
ATTACK_TYPE	DEFENSE_TYPE	EFFECT_MULTIPLIER
dragon	water	1
dragon	electric	1
dragon	grass	1
dragon	ice	1
dragon	fighting	1
dragon	poison	1
dragon	ground	1
dragon	flying	1
dragon	psychic	1
dragon	bug _.	1
dragon	rock	1
ATTACK_TYPE	DEFENSE TYPE	EFFECT_MULTIPLIER
dragon	ghost	1
dragon	dragon	2
dragon	dark	1
dragon	steel	.5
dragon	fairy	0
dark	normal	1
dark	fire	1
dark	water	1
dark	electric	1
dark	grass	1
dark	ice	1

ATTACK TYPE	DESERVOE TYPE	FFFFOT MILITING
ATTACK_TYPE	DEFENSE_TYPE	EFFECT_MULTIPLIER
dark	fighting	.5
dark	poison	.5
		1
dark	ground	
dark	flying	1
dark	psychic	2
dark	bug	1
dark	rock	1
dark	ghost	2
dark	dragon	1
dark	dark	.5
dark	steel	1
udik	3 teet	± ,
ATTACK_TYPE	DEFENSE_TYPE	EFFECT_MULTIPLIER
ATTACK_TTPE	DEFENSE_ITTE	ELLECI_MOTITLETEN
dark	fairy	.5
steel	normal	.3
steel	fire	.5
steel	water	.5
steel	electric	.5
steel	grass	1
steel	ice	2
steel	fighting	1
steel	poison	1
steel	ground	ī
steel	flying	1
steet	rtying	1
ATTACK TYPE	DEFENCE TYPE	FEFFCT MULTIPLITED
ATTACK_TYPE	DEFENSE_TYPE	EFFECT_MULTIPLIER
steel	nevehie	1
steel	psychic	1
	bug	
steel	rock	2
steel	ghost	1
steel	dragon	1
steel	dark	1
steel	steel	.5
steel	fairy	2
fairy	normal	1
fairy	fire	.5
fairy	water	.5
Tull y	water	1

ATTACK_TYPE	DEFENSE_TYPE	EFFECT_MULTIPLIER
fairy	electric	1
fairy	grass	1
fairy	ice	1
fairý fairy	fighting	2
fairy	poison	.5
fairy	ground	1
fairy	flying	1
fairý fairy	psychic	1
fairy	bug	1
fairy	rock	1
fairy	ghost	1
ATTACK_TYPE	DEFENSE_TYPE	EFFECT_MULTIPLIER
fairy	dragon	2
fairy	darĸ	2
fairy	steel	.5
fairy	fairy	1

Evolutions (<u>from_pokemon</u>: varchar(30), <u>to_pokemon</u>: varchar(30), evolution_level: int)

FROM_POKEMON	TO_POKEMON	EVOLUTION_LEVEL
bulbasaur	ivysaur	16
ivysaur charmander	venusaur charmeleon	32 16
charmeleon	charizard	36
squirtle wartortle	wartortle blastoise	16 36
caterpie	metapod	7
metapod weedle	butterfree kakuna	10 7
kakuna	beedrill	10
pidgey	pidgeotto	18
FROM_POKEMON	TO_POKEMON	EVOLUTION_LEVEL
pidgeotto	pidgeot	36

Pokemon_Type (<u>name</u>: varchar(30), <u>type</u>: varchar(20))

NAME	TYPE
beedrill	bug
beedrill	poison
blastoise	water
bulbasaur	grass
bulbasaur	poison
butterfree	bug
butterfree	flying
caterpie	bug
charizard	fire
charizard	flying
charmander	fire
NAME	TYPE
charmeleon	fire
ivysaur	grass
ivysaur	poison
kakuna	bug
kakuna	poison
metapod	bug _
pidgeot	flying
pidgeot	normal
pidgeotto	flying
pidgeotto	normal
pidgey	flying
NAME	TYPE
pidgey	normal
squirtle	water
venusaur	grass
venusaur	poison
wartortle	water
weedle	bug
weedle	poison

Can_learn(<u>move</u>: varchar(50), <u>pokemon</u>: varchar(30))

MOVE	POKEMON
acrobatics	pidgeot
acrobatics	pidgeotto
acrobatics	pidgey
air slash	butterfree
air slash	charizard
air slash	pidgeot
air slash	pidgeotto
air slash	pidgey
blizzard	blastoise
bubble	blastoise
bubble	squirtle
MOVE	POKEMON
bubble	wartortle
bug bite	beedrill
bug bite	butterfree
bug bite	caterpie
bug bite	kakuna
bug bite	metapod
bug bite	weedle
confusion	beedrill
confusion	butterfree
dark pulse dragon claw	blastoise charizard
dragon Ctaw	CHALIZALU
MOVE	POKEMON
	T GREAT TO THE TOTAL TO THE TOTAL TO
ember	charizard
ember	charmander
ember	charmeleon
energy ball	bulbasaur
energy ball	ivysaur
energy ball	venusaur
fly	pidgeot
fly	pidgeotto
gust	butterfree
gust	pidgeot
outrage	charmeleon

MOVE	POKEMON
overheat petal blizzard poison sting poison sting poison sting razor leaf razor leaf rock slide rock slide shadow claw thunder punch	charizard venusaur beedrill kakuna weedle ivysaur venusaur blastoise charmeleon charizard charmeleon
MOVE	POKEMON
water gun water gun water gun water pulse water pulse water pulse	blastoise squirtle wartortle blastoise squirtle wartortle

 $Learned_moves(\underline{\textit{move}}: varchar(50), \underline{\textit{name}}: varchar(30), \underline{\textit{nickname}}: varchar(50), \underline{\textit{tr_username}}: varchar(50))$

MOVE	NAME	NICKNAME	TR_USERNAME
bubble	squirtle	Squirrel	Suicune7
ember	charmander	Char	TheVeryBest
ember	charmander	Char	pikachu
energy ball	bulbasaur	Bob	Bob
energy ball	ivysaur	Thorn	Suicune7
razor leaf	ivysaur	Thorn	Suicune7
water gun	squirtle	Squirrel	Suicune7

All SQL Queries (And where to find them)

fetchPlayerPokemonFromDb(username) - appService.js: line 81

```
`SELECT nickname, name, pp_level FROM Player_Pokemon WHERE tr_username = :username`, [username]
```

countPlayerPokemonByType(username) - appService.js: line 90

```
`SELECT type, COUNT(*) FROM Player_Pokemon, Pokemon_Type

WHERE Player_Pokemon.name = Pokemon_Type.name AND tr_username = :username

GROUP BY type`, [username]
```

fetchPlayerItemsFromDb(username) - appService.js: line 101

```
`SELECT Trainer_Items.name, Items.effect, Trainer_Items.quantity FROM Trainer_Items, Items

WHERE Trainer_Items.name = Items.name AND username = :username`, [username]
```

fetchPlayerBadgesFromDb(username) - appService.js: line 111

```
`SELECT badge, gym FROM Trainer_Badges WHERE username = :username`, [username]
```

fetchPlayerBadgesRemainingFromDb(username, gym) - appService.js: line 120

```
`SELECT name FROM Badge WHERE gym_name = :gym

MINUS

SELECT badge FROM Trainer_Badges WHERE username = :username AND gym = :gym`,

[gym, username, gym]
```

fetchItemstableFromDb() - appService.js: line 133

```
'SELECT * FROM Items'
```

fetchItemsAphabetic() - appService.js: line 143

```
'SELECT * FROM Items ORDER BY name'
```

fetchItemsberryFromDb() - appService.js: line 154

```
"SELECT * FROM Items WHERE NAME LIKE '%berry%' "
```

```
fetchItemsmedicineFromDb() - appService.js: line 164
```

```
"SELECT * FROM Items WHERE NAME NOT LIKE '%berry%' "

fetchBerryByNameFromDb(name) - appService.js: line 174
```

```
fetchMedicineByNameFromDb(name) - appService.js: line 184
```

`SELECT * FROM Berries WHERE name = :name`, [name]

```
`SELECT * FROM Medicine WHERE name = :name`, [name]
```

fetchItembyNameFromDb(name) - appService.js: line 195

```
`SELECT * FROM Items WHERE NAME = :name`, [name]
```

summarizeItem() - appService.js: line 207

```
`SELECT COUNT(CASE WHEN name LIKE '%berry%' THEN 1 END) AS berry_count,

COUNT(CASE WHEN name NOT LIKE '%berry' THEN 1 END) AS medicine

FROM items`
```

fetchUserAndItemFromDb(username, itemname) - appService.js: line 219

```
`SELECT * FROM Trainer_Items WHERE name = :itemname AND username= :username`, { itemname: itemname, username: username }
```

insertTrainerAndItem(name, username, quantity) - appService.js: line 230

```
`INSERT INTO Trainer_Items(name, username, quantity) VALUES (:name, :username, :quantity)`,
[name, username, quantity]
```

updateQuantity(name, username, quantity) - appService.js: line 244

```
`UPDATE Trainer_Items SET quantity=:quantity WHERE name=:name AND username=:username`,

[quantity, name, username]
```

insertTimezoneDb(zipcode, timezone) - appService.js: line 258

```
`INSERT INTO Timezone (zip_postal_code, timezone) VALUES (:zipcode, :timezone)`,

[zipcode, timezone]
```

fetchUserFromDB(username, password) - appService.js: line 271

```
`SELECT * FROM Trainer WHERE username = :username AND password = :password`, { username: username, password: password }
```

fetchUserbyUsernameFromDb(username) - appService.js: line 281

```
`SELECT * FROM Trainer WHERE username = :username`, { username: username }
```

fetchTimezoneFromDb(zipcode) - appService.js: line 291

```
`SELECT * FROM Timezone WHERE zip_postal_code = :zipcode`, {    zipcode: zipcode }
```

insertUserToDb(username, name, password, startdate, zipcode) - appService.js: line 302

```
`INSERT INTO Trainer (username, name, password, start_date, zip_postal_code) VALUES (:username, :name, :password, :startdate, :zipcode)`,

[username, name, password, startdate, zipcode]
```

updateUserZipcode(username, zipcode) - appService.js: line 316

```
`UPDATE Trainer
```

```
SET zip_postal_code=:zipcode

WHERE username=:username`,

[zipcode, username]
```

fetchGymsFromDb() - appService,js: line 330

```
'SELECT * FROM Gym'
```

insertPlayerBadge(gym, username, badge) - appService.js: line 340

```
`INSERT INTO Trainer_Badges (gym, username, badge) VALUES (:gym, :username, :badge)`,
[gym, username, badge]
```

insertBattle(date, winner) - appService.js: line 356 & 360

```
`INSERT INTO Battle (battle_date, winner) VALUES (TO_DATE(:battle_date, 'dd/mm/yyyy'), :winner)`,

[battle_date, winner]
```

```
`SELECT id FROM Battle WHERE ROWID = :lastRow`, { lastRow: `${result.lastRowid}` }
```

insertGymChallenge(gym, username, battle) - appService.js: line 370

```
`INSERT INTO Gym_Challenges (gym, username, battle_id) VALUES (:gym, :username, :battle)`,
[gym, username, battle]
```

fetchPokemonFromDb() - appService.js: line 384

```
'SELECT name FROM Pokemon'
```

fetchLearnedMovesFromDb(username, pokemon, nickname) - appService.js: line 394

```
'SELECT move FROM Learned_Moves WHERE name=:pokemon AND nickname=:nickname AND tr_username=:username',

[pokemon, nickname, username]
```

fetchEvolutionsFromDb() - appService.js: line 406

```
'SELECT * FROM Evolutions'
```

```
let filter_sql = "SELECT DISTINCT p.name FROM Pokemon p, Pokemon_Type pt WHERE p.name=pt.name";
       let sql_map = {
           "pokeattack": and p.attack >= `,
           "pokedefence": ` and p.defence >= `,
           "pokespeed": ` and p.speed >= `,
           "poketype": ` and pt.type = `
       for(const [key, value] of pokeBinds) {
           if(key === 'type') {
               filter_sql += `${sql_map[key]}`;
               filter_sql += `':${key}'`;
           } else {
               filter_sql += `${sql_map[key]}`;
               filter_sql += `:${key}`;
```

```
}

const bindValues = Array.from(pokeBinds.values());

const result = await connection.execute(filter_sql, bindValues);
```

fetchTypeMatchupFromDb(attack, defence) - appService.js: line 447

```
`SELECT effect_multiplier FROM Type_Versus WHERE attack_type=:attack and defense_type=:defence`,

[attack, defence]
```

fetchPokemonByNameFromDb(name) - appService.js: line 461

```
`SELECT name FROM Pokemon WHERE name LIKE :name`, {name: `%${name}%`}
```

fetchPokemonLeaderboardFromDb() - appService.js: line 474

```
`SELECT username, start_date FROM Trainer t WHERE t.username IN

(SELECT DISTINCT tr_username FROM Player_Pokemon pp1 WHERE NOT EXISTS ((SELECT name FROM Pokemon)
```

```
MINUS

(SELECT name FROM Player_Pokemon pp2

WHERE

pp2.tr_username=pp1.tr_username)))`
```

fetchGymLeaderboardFromDb() - appService.js: line 494

```
`SELECT username, COUNT(badge) FROM Trainer_Badges GROUP BY username

HAVING COUNT(badge) >= 1

ORDER BY COUNT(badge) DESC`
```

 $fetch Frequent Buyers From Db (): app Service. js: line\ 508$

```
`SELECT username, SUM(quantity) FROM Trainer_Items GROUP BY username

HAVING SUM(quantity) >= (SELECT AVG(item_quantity)

FROM (SELECT SUM(quantity) AS

item_quantity

FROM Trainer_items
```

```
GROUP BY username
)

ORDER BY SUM(quantity) DESC `
```

updateName(currentUser, newNameValue): appService.js: line 530

```
`UPDATE Trainer

SET name=:newNameValue

WHERE username=:currentuser`,

[newNameValue, currentuser]
```

updatePassword(currentUser, newPassword) - appService.js: line 548

```
`UPDATE Trainer

SET password=:newPasswordValue

WHERE username=:currentuser`,

[newPasswordValue, currentuser]
```

insertPlayerPokemon(name, nickname, tr_username, pp_level) - appService.js: line 568

```
`INSERT INTO Player_Pokemon (name, nickname, tr_username, pp_level) VALUES (:name, :nickname, :tr_username, :pp_level)`,

[name, nickname, tr_username, pp_level]
```

deletePlayerPokemonFromDb(username, pokemon, nickname) - appService.js: line 582

```
`DELETE FROM Player_Pokemon

WHERE tr_username = :username AND name = :pokemon AND nickname = :nickname`,

[username, pokemon, nickname]
```

insertPlayerPokemonMove(move, name, nickname, tr_username) - appService.js: line 599

```
`INSERT INTO Learned_Moves (move, name, nickname, tr_username) VALUES (:move, :name, :nickname, :tr_username)`,

[move, name, nickname, tr_username]
```

fetchPokemonStatsFromDb(pokemonName) - appService.js: line 624

```
`SELECT hp, attack, defence, speed, generation, type, move
```

```
FROM Pokemon p, Pokemon_Type t, Can_Learn l

WHERE p.name=t.name and t.name=1.pokemon and

p.name=:pokemonName`, [pokemonName]
```

countPlayerPokemon(username) - appService.js: line 636

```
`SELECT Count(*) FROM Player_Pokemon WHERE tr_username =:username`, [username]
```

updatePokemonLevel(name, nickname, username, pplevel) - appService.js: line 646

```
`UPDATE Player_Pokemon

SET pp_level=:pplevel

WHERE name=:name AND nickname=:nickname AND tr_username=:username`,

[pplevel, name, nickname, username]
```

fetchTableName() - appService.js: line 661

```
`SELECT TABLE_NAME FROM USER_TABLES`
```

fetchColumnNames(tableNames) - appService.js: line 670

```
`SELECT COLUMN_NAME FROM USER_TAB_COLS WHERE TABLE_NAME = :tableName`, [tableName]
```

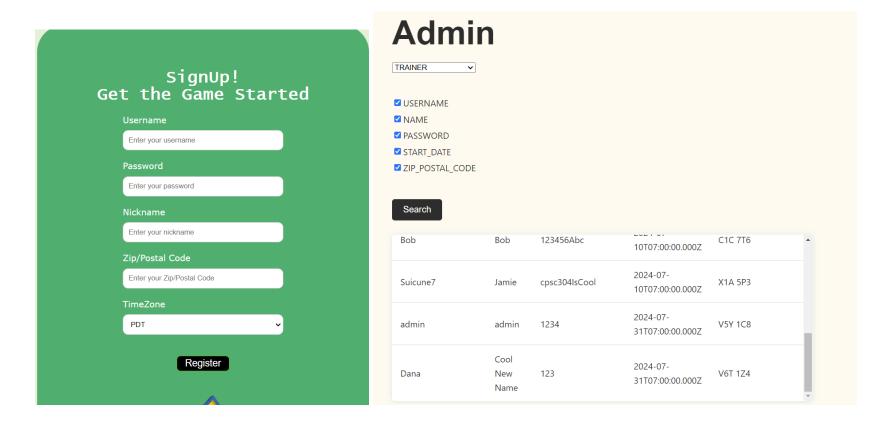
fetchSpecifiedColumnsFromDB(tableName, columnsList) - appService.js: line 679

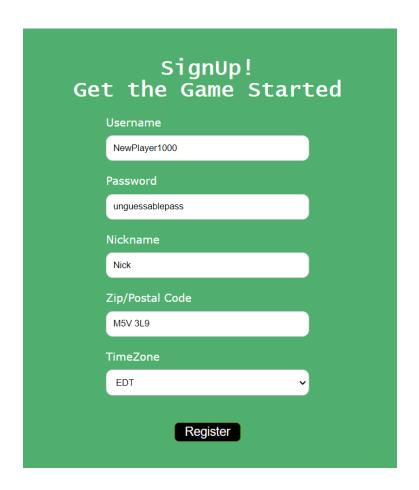
```
`SELECT ${columnsList} FROM ${tableName}`
```

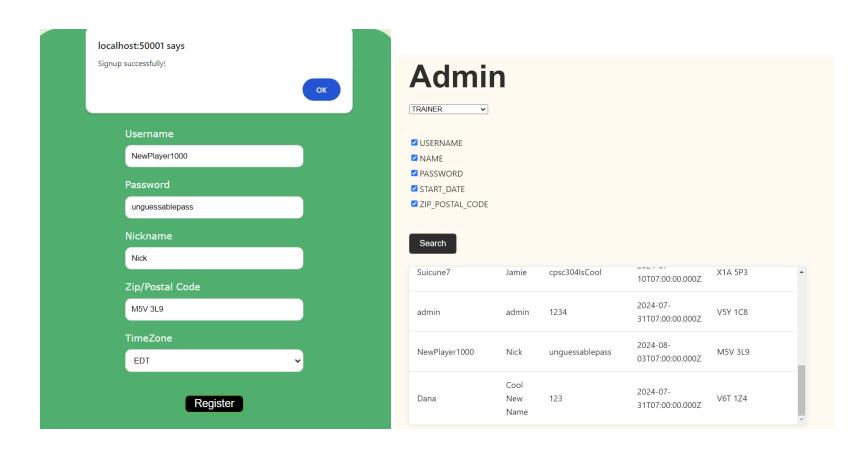
Screenshots Demonstrating Functionality of Required Queries

INSERT

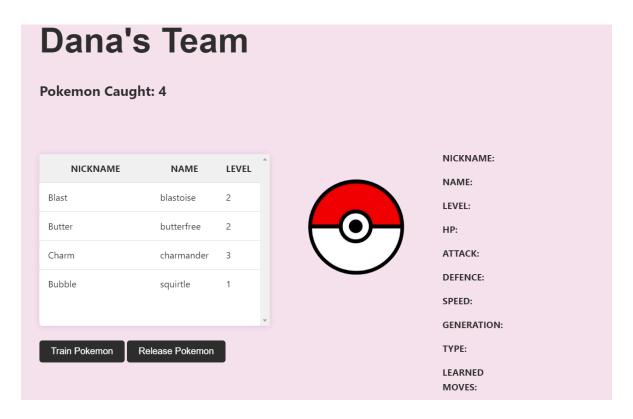
Before

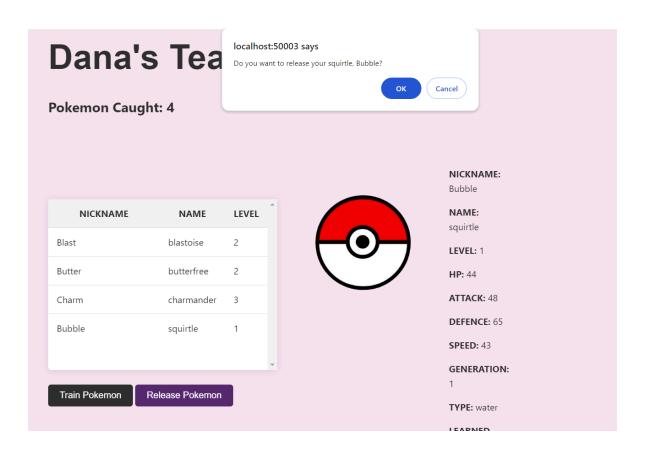






DELETE





After

Dana's Team

Pokemon Caught: 3

NICKNAME	NAME	LEVEL	4
Blast	blastoise	2	
Butter	butterfree	2	
Charm	charmander	3	



NICKNAME:

NAME:

LEVEL:

HP:

ATTACK:

DEFENCE:

SPEED:

GENERATION:

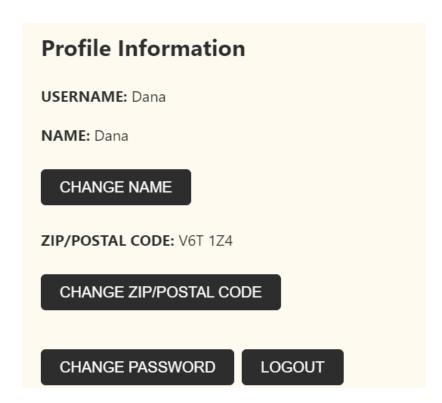
TYPE:

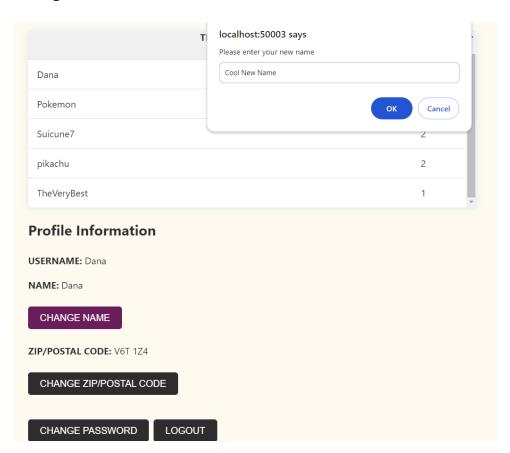
LEARNED MOVES:

Train Pokemon

Release Pokemon

<u>UPDATE</u>





After

Profile Information

USERNAME: Dana

NAME: Cool New Name

CHANGE NAME

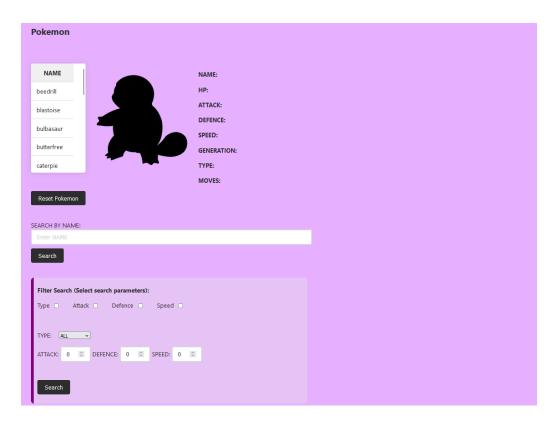
ZIP/POSTAL CODE: V6T 1Z4

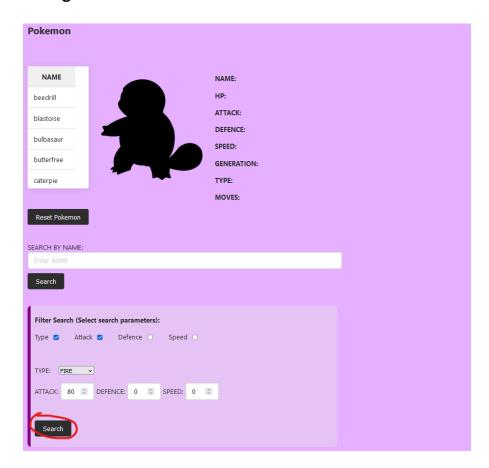
CHANGE ZIP/POSTAL CODE

CHANGE PASSWORD

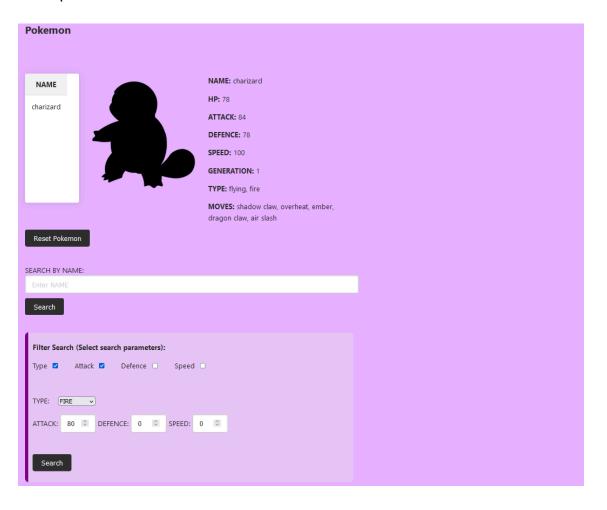
LOGOUT

SELECTION



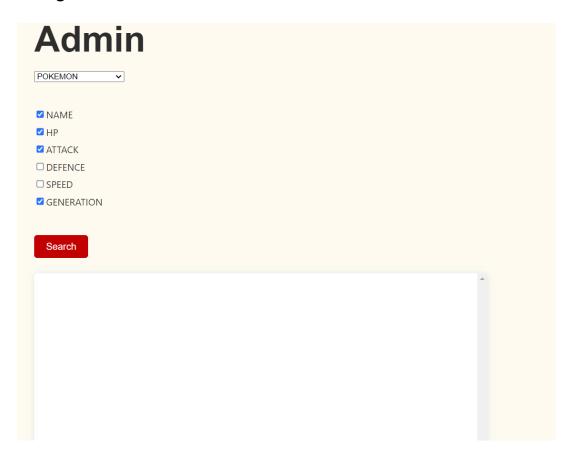


After (Users can choose which attributes and values to use in the selection for filtering pokemon in the pokedex)

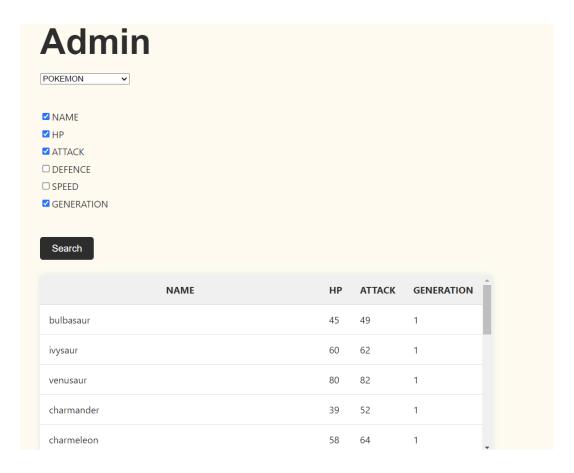


PROJECTION





After



<u>JOIN</u>

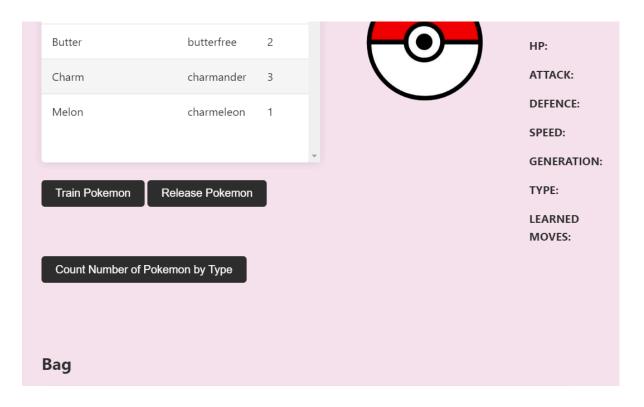


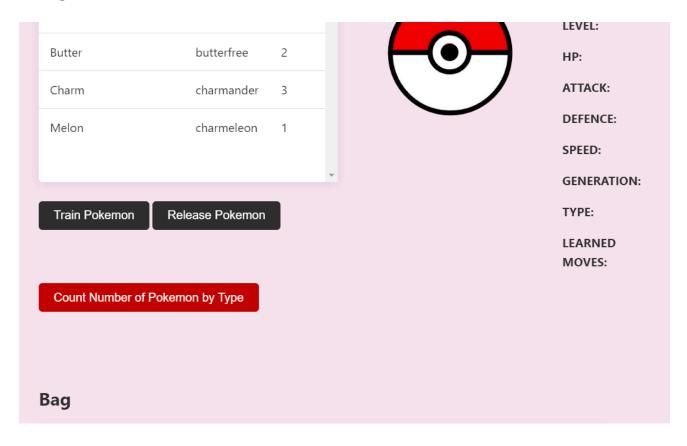


After (Joins on Pokemon, Can_Learn, and Type with user-specified pokemon name to retrieve and list all stats)

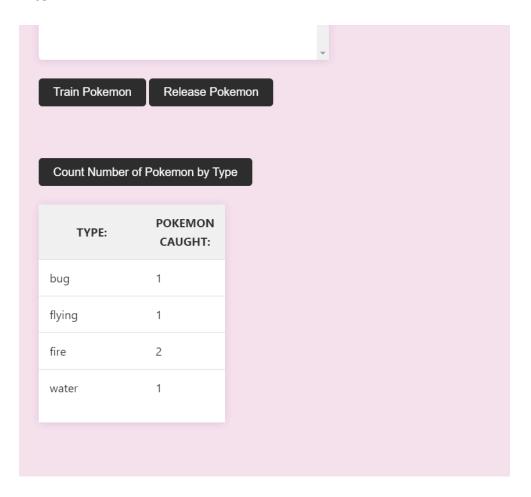


AGGREGATION WITH GROUP BY





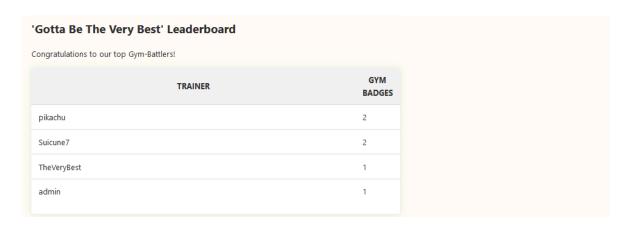
After



AGGREGATION WITH HAVING

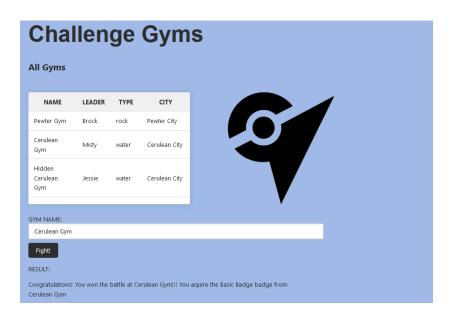
Note: this query is used to populate a leaderboard and is run whenever the homepage is loaded

Before



Lauren1234's Team





Lauren1234's Team

Badges	
NAME	GYM
Basic Badge	Canalave Gym
Rocket Badge	Hidden Cerulean Gym
Basic Badge	Pewter Gym

After (After a trainer has collected at least 1 gym badge, they will show up in the appropriate spot on the leaderboard)

Gotta Be The Very Best' Leaderboard	
Congratulations to our top Gym-Battlers!	
TRAINER	GYM BADGES
Lauren1234	6
pikachu	2
Suicune7	2
TheVeryBest	1

NESTED AGGREGATION WITH GROUP BY

Note: this query is run whenever the store page is loaded

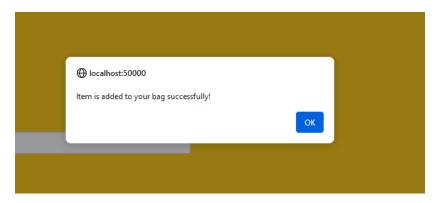
Before



Lauren1234's Team







Lauren1234's Team

leppa berry reaches 0 PP, 1 restores 10 PP of the move potion Restores 20 HP 3 lemonade Restores 70 HP 8	Bag		
potion 20 HP 3	leppa berry	reaches 0 PP, restores 10 PP of	1
lemonade 8	potion		3
	lemonade		8

After (A Trainer who buys more than the average amount of items/per user is added to our frequent buyers club)

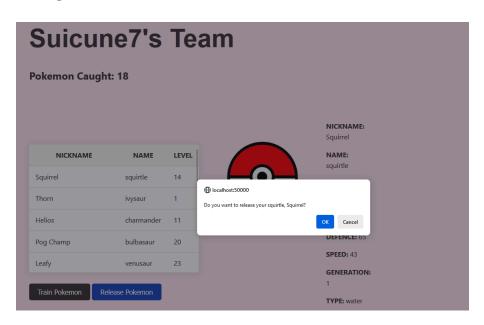
These customers buy more than the average trainer! TRAINER PURCHASES DatabasePro 11 Lauren1234 22

DIVISION

Note: this query is used to populate a leaderboard and is run whenever the homepage is loaded

'Gotta Catch Them All' Leaderboard			
ngratulations to all the trainers that have caught all the available pokemon!			
TRAINER	TRAINER SINCE		
DatabasePro	2024-07-20		
Suicune7	2024-07-10		

AME	NICKNAME	TR_USERNAME	PP_LEVEL
quirtle	Squirrel	Suicune7	14
vysaur	Thorn	Suicune7	1
harmander	Helios	Suicune7	11
ulbasaur	Pog Champ	Suicune7	26
enusaur	Leafy	Suicune7	23
harmeleon	Melon	Suicune7	26
harizard	Dragon Overlord	Suicune7	99
artortle	Tuttie	Suicune7	16
lastoise	blastoise	Suicune7	36
aterpie	Leggy	Suicune7	
etapod	zukerburg	Suicune7	13
AME	NICKNAME	TR_USERNAME	PP_LEVEL
utterfree	Free Bird	Suicune7	16
eedle	Sting	Suicune7	g
akuna	Kat	Suicune7	6
eedrill	Queeny	Suicune7	18
idgey	Wings	Suicune7	g
idgeotto	Wings2	Suicune7	19
idgeot	Wings3	Suicune7	27



AME	NICKNAME	Tr_username	PP_LEVEL
 vysaur	Thorn	Suicune7	
harmander	Helios	Suicune7	11
ulbasaur	Pog Champ	Suicune7	20
enusaur	Leafy	Suicune7	
harmeleon	Melon	Suicune7	26
harizard	Dragon Overlord	Suicune7	99
artortle	Tuttie	Suicune7	16
lastoise	blastoise	Suicune7	30
aterpie	Leggy	Suicune7	
etapod	zukerburg	Suicune7	
utterfree	Free Bird	Suicune7	10
AME	NICKNAME	TR_USERNAME	PP_LEVEL
eedle	Sting	Suicune7	
akuna	Kat	Suicune7	
eedrill	Queeny	Suicune7	18
idgey	Wings	Suicune7	
idgeotto	Wings2	Suicune7	19
idgeot	Wings3	Suicune7	27

After (A trainer listed on the pokemon leaderboard who releases a pokemon will no longer show up on the leaderboard)

'Gotta Catch Them All' Leaderboard Congratulations to all the trainers that have caught all the available pokemon! TRAINER TRAINER SINCE DatabasePro 2024-07-20